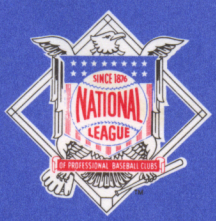
# MICRO LEAGUE Baseball®

# Manager's Rulebook



You are in the dugout — managing real big-league players, choosing your lineups, changing them during the game. Pick your spots for steal tries, bunts, defense maneuvers, relief pitchers — all the real strategies that major league managers use. Choose American League or National League teams from the current season *or* "heart-throb" teams from a prior season or era. Manage All-Star teams from any single season, or your favorite players from any team over the years. Or pick the "superstars" from the AL & NL — any kind of team you want can take the field in Micro League Baseball!

Over 20 "powerhouse" teams come with the MLB Game Disk. Other teams and players can be played with separately available MLB TEAM DISKS (see enclosed insert). Whether it's a prior year team *or* this season's roster — with current/updated stats as the season progresses — with MLB TEAM DISKS you can be the owner and GM as well because you can draft and trade players between teams.

MLB gives you superior visual action, but MLB is *not* an "eye-hand coordination" game. Rather, it's a strategy contest that challenges your head, not your hand. So you won't be trying to hit a blip of light, nor will you have pretend strategies or players. Actual players on your team *perform just as they do in real life* in hitting, running, pitching, and fielding. As the game is played, it's *your* baseball savvy that's on the line against another team's manager. And if there's no one around, you can be challenged by the computer manager handling the opposing team. But be on your toes when you play against the "Baseball Buddha" computer manager!

MLB is *not* a fixed replay of a prior game or season. *No two games are ever the same,* for the play action and final outcome are determined by *your* lineups and game strategies. Pacing the dugout won't help for long, because you have to make some tough decisions before and during the game. Maybe your moves will work, maybe you'll be outfoxed. Just don't punch out a sports writer and you won't be fired. So if you want to see just how good a major league manager you'll be, you're ready to

# PLAY BALL!

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# Manager's Rulebook
# TABLE OF CONTENTS


Overview of MLB ..... 1
- Loading the Game
- MLB Options

Starting a Game ..... 2

Lineup Maneuvers
- General Features: Seeing Lineups ..... 3
  (before or during the game)
- Making Lineup Changes ..... 3
  (before the game)
- Seeing Lineups or Making Changes ..... 4
  (during the game)

MLB Game Strategies
- AT BAT ..... 5
- IN-THE-FIELD ..... 6

Notes/Definitions on Stats ..... 7
- Batting, Pitching, Fielding, Running

Special Features ..... 8
- Speeding up the game
- Sound
- Saving/re-starting a "saved" game

## Overview of MLB

- Micro League Baseball uses the same rules and strategies of Major League Baseball. This is important for Lineup matters — that is, you can *make any changes you want before the game* but once the game starts, any player taken out is unavailable to the manager. Also, you can "visit the mound" when your team is in the field, but going to the mound twice in the *same* inning with the *same* pitcher means that pitcher must be changed.

- You'll first pick the teams you want, then the starting pitchers and lineups for each team. Once the game begins, the manager of the team at bat enters his/her strategy, then the manager of the team in the field enters his/her strategy and/or type of pitch. Hit the key you want for a strategy, when the screen is asking *OFFENSE?* or *DEFENSE?* (see *"Strategies"* section of this manual for the various "at-bat" and "in-the-field" strategies that you choose from).

- MLB is shown on an "outcome-by-outcome" basis. When a batter walks or strikes out, the ball-strike count that this happened on is displayed.

## Loading the Game

**Apple II series** and **IBM PC/PC jr:** put MLB GAME DISK into your disk drive and turn on the computer.

**Atari series:** turn on the disk drive, insert disk, then turn on the computer. If you have an XL Series, hold down the [OPTION] key when MLB is loading.

**Commodore 64:** all the steps as with Atari, then type LOAD "MLB", 8, 1, then hit *RETURN* Key. When computer says *READY*, type *RUN* and hit *RETURN* key. On Commodore 64, use [←] Key when any reference is made to ESC key on screen or in the Manager's Rulebook.

**PC note:** on some types of color monitors (ex. RGB) visuals will be in monochrome. On full color composite monitors or regular TV sets, visuals are in color.
**PC jr. note:** like other software operated on the jr., MLB runs a bit slower compared to the PC (reference: the official PC jr. Technical Manual).

## MLB Options

When the "options" page comes up hit one of these computer keys:

*N* to begin a new game, picking teams and lineups

*D* for a "demo" of the game, where the computer manages both teams. To stop the demo and get back to the options page, simply turn off the computer and "re-boot" the game (that is, follow the directions above for loading the game).

Note: If no key press is made, MLB will go into the "demo" game mode — using the All-Time Greats of the NL and AL.

*R* to "re-start" a partially completed game which you "saved" on an MLB Team Disk (more info in Special Features section).

## Starting a Game

- Pick the visiting and home teams (the Game Diskette has over 20 teams). Or take out the Game Diskette and replace it with an *MLB Team Diskette* to pick a different visiting and/or home team (see enclosed insert on "MLB Team Diskettes").

  Note: *After* you put in another Team Diskette, then hit the *RETURN* key to get the listing of teams on that particular MLB Team Diskette.

- After selecting a team (whether from the Game Diskette or Team Diskettes), hit the *RETURN* key if you want to manage the team or hit *C* to have the computer manage the team.

  Note: You can manage both teams *or* have the computer manage both teams *or* manage a team and have the computer manage the other team.

- After both teams are chosen, you'll be asked whether you want this to be a "Designated Hitter" game. A *"DH" game* means the pitcher won't bat. The DH will initially be put into batting slot #5 in your lineup (you can switch to a different DH batter and/or different batting slot when you see your lineup before the game. A *"non-DH" game* means the pitcher will bat.

- You'll then be shown the pitcher rosters for the Visiting team; then the Home team. Follow the instructions at the bottom of the screen to change the starting pitcher shown at the top of the screen. (See Lineup section in this manual for more details or help.)

- You next pick the starting batting lineups and players' fielding positions for both teams; just follow the instructions at the bottom of the screen to make changes (see Lineup section for more help).

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MLB has the typically used lineup already in place for each team. To "accept" this lineup, as is, just hit *ESC* key.

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- Once you hit the *ESC* key, the game is ready to begin after the visiting and home team lineups are either accepted as is or changed by you.

  Note: Before the game you can "switch" from batter rosters to pitcher rosters *for the same team* by hitting *L* (lineup) or *P* (pitcher) keys. Or you can see the other team's rosters by hitting the *T* (other team) key. But *before* the game, if you hit the *ESC* key when any lineup screen is showing (or for the starting pitcher shown), you have accepted this lineup and/or that pitcher shown at the top of the screen.

# LINEUP MANEUVERS

## General Features: Seeing Lineups

Whether *before* or *during* a game, some instructions at the bottom of any batter and/or pitcher lineup roster screen are common. Hitting these keys:

*RETURN:* this "rolls" the bench to see *all* the available players, be they batters or pitchers. Use *RETURN* to get the player you want to the top of the bench when you make a lineup change.

*P:* if looking at a batting lineup, and you want to see what pitchers this team has, hit *P.*

*L:* conversely, if you are looking at a Pitcher Roster, hit *L* to see what batters or fielders are in the lineup or available.

*S:* shows additional statistics, for either batter/fielders or pitchers.

*T:* "flips-over" to see lineup for the other team.

*ESC:* hit this key if you want to go back to the game, after seeing or changing one's lineup (batter or pitchers). Remember you can just see lineups without having to make changes.

## Making Lineup Changes BEFORE GAME

A starting pitcher and typically used batting lineup is shown. If you want this, hit *ESC.* If you want to make changes before the game, see below:

### for Pitchers

*R:* replaces starting pitcher (shown at top of screen) with the 1st pitcher who is at the top of the bench list (use *RETURN* Key to bring other available pitchers to the top of the bench).

### for Batters

*1-9: enter the batting slot # of the player for which you wish to change his batting or fielding position or* to make a direct substitution from the bench.

Then you can do:

*R:* for the flashing player in the 1-9 slot # you chose, this replaces him with whomever is at the *top* of the bench. (New player also takes defense position of replaced player.) Before you hit *R, use RETURN* to get the player you want to the top of the bench.

*OR 1-9:* pick *another* batting slot #, then you do *F* or B:

*F:* switch fielding positions of these two players; leaves batting slot # the same.

*or*

*B: switch batting slot # of these two players; leaves fielding position the same. (Switching batting slot #s can not* be done *during the game.)*

# Seeing Lineup/Making Changes
# DURING GAME

## "AT BAT"

With OFFENSE request showing, you can hit keys 7, 8, or 9:

7 Pinch Hitter  8 Pinch Runner (or who is on base)  9 to see Lineup

Note: with any of these commands during the game, you can: (a) just see your lineup or pitcher roster *or* (b) make an actual change. Your are not required to make a change, although you can if desired.

- Hitting the 9 key (Lineup) during game allows you to make changes just as you did before the game (that is, hit *1-9* to select batting slot #, *R* to replace with 1st showing player on the bench, etc.)
- Hitting the 7 key (Pinch Hitter) or the *8* key (Pinch Runner) shows who is up to bat and the names of any runner(s) on base. Then hitting *H, 1, 2, or 3* selects the current batter (or current runner at the base you chose) as the player you want to PH or PR for. *R* then removes the batter or runner (selected via H, 1, 2, 3) and *replaces* him with the first player shown on the Bench (Hit *RETURN* to see more players or to get the player you want to the top of the bench, before you hit *R).*

  Note: *ESC, P, RETURN, S* or *T* also work, (as previously described under "General Features of Seeing your Lineup.")
- After pinchhitting for the pitcher, and *if* another change is made, you can switch the new pitcher from batting slot #9 to another slot. This may give an opportunity earlier than #9 slot to pinchhit for the relief pitcher.

Ex: the '84 Expos are losing late in the game. You PH for Wallach (3rd base, #6 slot) with Francona. Via key 7, you also PH for the pitcher Lea (#9 slot) with Stenhouse. Seeing the Expos lineup at the end of the half-inning, you want to bring in Salazar at 3rd base (batting 9th) and Reardon (relief pitcher) at #6 slot. To do this: ⓐ first switch Francona's & Stenhouse's "fielding" pos. by selecting slot #6, then slot #9, then hit **F;** ⓑ bring in Salazar in slot #9; ⓒ now go to Pitcher's list (via **P),** select Reardon, hit ESC key. Expos' lineup will now have Reardon (relief pitcher for Lea, in #6 slot), Salazar (3rd base, in #9 slot), with Francona & Stenhouse out of the game.

## "IN-THE-FIELD"

During the game, *with DEFENSE request showing,* hit these keys:

9 See lineup (shows your batting lineup: hit *P* to see pitchers).

0 Visit the Mound: to give your pitcher a breather if he's being hit hard—also you can start warming up a relief pitcher and/or bring in a new pitcher (see below).
during the game, just like Major League Baseball, *if* you make a 2nd visit to the *same* pitcher in the same inning, you must bring in a relief pitcher.

On any *pitcher roster* display (besides seeing rosters and stats) you can hit the *B* or *C* keys to do:

*B:* Bullpen activity—warmup a pitcher or stop the warmup of pitcher(s) in the Bullpen
After requesting Bullpen Action, you can do:
W (which starts warming up the pitcher who is on the top of the Bench) or
*E* (which stops the warmup of any pitcher in the bullpen).

*C:* Change current pitcher—bring in a Relief Pitcher
To bring in a relief pitcher during the game (after hitting C), if you've had one or two pitchers warming up in the bullpen, hit *1* or *2* to bring in one of these two relief pitchers. Or if the new pitcher you want to come in is at the top of the Bench, hit *B* to bring him in (although he might be a bit shaky since you haven't warmed him up and he's coming in cold . . .).

# MLB GAME STRATEGIES

The MLB Strategy card (showing the offense and defense strategies on either side of the card) will help during the game. When "prompted" in the OFFENSE? or DEFENSE? strategy cycles, you simply hit a computer key number for the strategy you want.

## AT BAT

### IF NO ONE IS ON BASE

**0 SWING AWAY:** Batter is "on his own", to SWING AWAY. (You can also use *RETURN* Key.)

**6 SURPRISE BUNT:** Batter tries to beat out a surprise bunt for a hit. If there is a runner on 3rd, this is a "safe squeeze."

*Note:* 0 (or RETURN) and 6 are the only strategies you can do when no one is on base (except Lineup).

### WITH RUNNER(S) ON BASE

You can do regular Swing Away (0) and Surprise Bunt (6) as well as these strategies:

**1 SWING AWAY & AGGRESSIVE RUNNING:** Batter is on his own to swing away, *and* any runner will try for an extra base *if* the hit ball allows him to do so. But, if it is a pop-up or a very shallow fly, any runner will not try to live dangerously on the base path. Of course, there is a higher chance there will be a "play on the runner" when you order aggressive running.

**2 SWING AWAY & SAFE RUNNING:** Batter is on his own to swing away, *and* any runner will play it very cautiously on the base paths—taking no chances unless the ball hit by the batter guarantees he can advance. Use this when you don't want anyone to be thrown out by trying to stretch their base advance, possibly killing a rally.

**3 STEAL:** Runner(s) try to steal a base. With runners "on the corners" (1st & 3rd), this is a delayed steal—the runner on 3rd will wait to see what the catcher does. With a runner only on 3rd, *or* runners on 2nd or 3rd, *or* if the bases are loaded, the runner on 3rd tries to steal home—a very risky strategy in these instances.

**4 HIT & RUN:** The batter is on his own to swing away *and* any runners break with the pitch. This helps stay out of a groundball doubleplay and allows any runner to advance an extra base if it's a solid hit. On the other hand, if the batter strikes out, the chances of throwing out the runner trying to steal is increased (since it becomes a steal try). Also, if the batter hits a line drive to the infield with less than two out, there's a chance it'll be a doubleplay by "doubling off" the breaking runner.

**5 SACRIFICE BUNT:** The batter tries to lay down a bunt, sacrificing himself to advance the runner(s) to better scoring positions. This isn't appropriate when there are two outs. Instead, consider a surprise bunt (trying to beat it out for a hit) if you want to bunt in a two out situation.

## **DEFENSE:** In-the Field Strategies

There are types of pitch strategies and/or other defense maneuvers you can do on the DEFENSE request cycle:

1 **FASTBALL** (you can also use RETURN key)

2 **CURVEBALL**

3 **SLIDER**

4 **OFF-SPEED/CHANGEUP**

5 **PITCHOUT:** use this when you think the other manager may be trying a steal or hit & run. This, of course, greatly enhances the chance that a runner will be thrown out by the catcher. However, if you do a pitchout two or three times to the *same* batter (*and* the runner(s) aren't going on a steal or hit & run), this greatly increases the chance that the batter will get a base on balls.

6 **CORNERS IN:** this brings the 3rd & 1st basemen in, moving in as the pitch is thrown. This cuts down on the chances for a successful surprise *or* sacrifice bunt, and may hold a runner on 3rd base. However, this increases the chance that a groundball (if hit to 3rd or 1st) might get through for a hit.

7 **INFIELD IN:** this brings *all* the infielders in as the pitch is thrown. This strategy increases the chance that a runner on 3rd will "hold on" or could be thrown out at the plate on a groundball. On the other hand, of course, this increases the chance that a sharp grounder will get through for a single, since the infield is playing in. (This is a useful strategy, late in the game, if your team needs to keep a run from scoring on a groundball.)

8 **INTENTIONAL WALK:** try this if a batter is up who can really hurt you, especially late in the game. You are "getting past" him (by putting him on 1st base) in order to face the next batter who is perhaps not as good a hitter. This strategy, in proper instances, also helps the defense set up a potential force play or a doubleplay, even though another runner is on base. Of course, an intentional walk with the bases loaded brings in a runner to score from 3rd base.

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**NOTE**

Whether in OFFENSE or DEFENSE "prompt" requests, you can always look over your lineup, change lineups, or visit the mound.

on OFFENSE: hit 9 (see lineup)

on DEFENSE: hit 9 (see lineup)
or
hit 0 (visit the mound)

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## Notes/Definitions of Batting and Pitching Stats

The stats in Micro League Baseball™ are the same kind you see in sports pages and baseball books or guides. A player's stats are for his whole season, even if he was traded to another team during the season where he now appears on the roster.

**For Pitchers:** *1st Screen*

*P:* Pitching side (right or left)
*W&L:* Wins & Losses
*ERA:* Earned Run Average
*IP:* Innings Pitched
*H:* Hits given up

*2nd Screen* (hit *S* to see this screen)

*G:* Games appeared in during that season
*CG:* number of complete games
*SV:* number of "saves" recorded
*BB:* number of walks
*SO:* number of strikeouts

**For Batters:** *1st Screen*

*B:* bats Righthanded, Lefthanded, or is a Switch-hitter
*FLD:* the primary defense position a player is rated at is shown to the left of the(/), the secondary position is shown to the right. (See additional notes on Fielding Positions.)
*AVG, HR, RBI:* the player's batting average, home runs, and runs batted in for that season

*2nd Screen* (hit *S* when on first screen)

*H, SO, BB, SB:* the player's number of hits, strikeouts, walks (BB), and Stolen Bases (SB) for that season

*3rd Screen* (hit *S* when on second screen)

*AB, H, 2B, 3B, HR:* shows the player's At Bats, Hits, Doubles, *Triples, and Home Runs*

*(hit S* on this screen to get back to the 1st screen of stats)

Note: if you are using an MLB TEAM DISK based on rosters at the start of a season, some roster players may not have any stats shown for them. These would be brand-new rookies or players who weren't used much last year, or players who were on the Disabled List early on in the season. You can use these players, and they'll perform in average fashion till such time that they have enough stats for that current season (Innings Pitched, At Bats, etc.). But if you use "up-dated" MLB TEAM DISKS as the current season proceeds, you'll then see current rosters/stats—so that your teams and players perform true-to-life at that actual phase of the season. (See enclosed insert on MLB TEAM DISKS.)

## Notes/Fielding Positions

Some players have had enough games under their belt in more than one defense position to have two "rated" positions shown. For example, Elston Howard of the '61 Yankees is shown as C/1B, meaning he is rated at and can play either as catcher or first baseman.

Some players show up with a "generic" IF (infield) or OF (outfield) — meaning they tended to be utility infielders or outfielders who can play various positions. Of course, a player like Clete Boyer, '61 Yanks, who is rated at 3B/SS could also play another infield position (if you run out of players specifically rated and listed as a 2nd baseman, for example). Putting a player in a non-specified position (like putting Boyer in the outfield) gives him the lowest defensive rating.

Players have been rated at each specific position shown for them — in which MLB has evaluated their fielding percentage, range, throwing arm, and their general reputation in the field. On the whole, most major league players are rated as average fielders; some are very good, some are below average. Most MLB "managers" know the defense quality of players, but if you have any questions just drop us a line.

## Notes/Speed Rating and Stolen Bases

The SB (number of stolen bases) on the players' stats screen is one indicator of a player's speed, but MLB has also looked at the number of times a player was caught stealing and his general running speed and base-running "savvy." Most players are rated Average regarding their speed and base-running/base-stealing ability; some (like Ricky Henderson or Maury Wills in his prime) are rated Fast; others like Greg Luzinski are rated Slow. Again, if you don't have a feel for a player's speed after looking at his Stolen Base total or knowing something about him — just write to us.

## SPECIAL FEATURES

When being prompted in the OFFENSE or DEFENSE request, you can do the following by hitting:

*R:* this stops the players from running to and from their dugouts at the end of each half-inning. This speeds up the game, since the players switch teams/jersey colors instantly. You can switch between no running/running to & from the dugout anytime you want during the game by hitting the *R* key on the Offense or Defense "prompt" cycle.

*M:* MLB has music and sound throughout the game. But, if you are playing late at night and if you don't want to disturb your wife/husband/special friend (or just your roomie), then hit *M* on any Offense or Defense "prompt" cycle. This eliminates the sound effects — perhaps giving you more reflective time to become a baseball manager "guru." As the Bard once penned *"tis a consummation devoutly to be wished."*

*S:* to "save" a game that is in progress. Let's say that it's the 7th inning of a close game and you have to stop. Rather than turning off the game, take an MLB TEAM DISK and save the game — keeping the score, inning, outs, etc. — just as it is. You can then "re-start" this game and complete it later.

**To "save" a game:** you must have an MLB TEAM DISK in your disk drive (if you were playing a game with teams on the Game Disk, just take it out and insert an MLB TEAM DISK).

then with either the OFFENSE or DEFENSE prompting, hit **S** to save the game. When the Offense or Defense prompt is flashing again, or appears again, that game has been saved on the MLB TEAM DISK.

You can "save" one game on each TEAM DISK, and you can "re-use" that disk to save a different game (which would "replace" the one already saved).

**To "re-start" a saved game:** first load the MLB Game Disk. When the "options" page comes up, remove the Game Disk and put in that TEAM DISK you saved the game on. Then hit *R* to re-start that saved game.

*We at MLSA hope you enjoy Micro League Baseball*™ and the camaraderie of playing against other "Walter Mitty" major league managers — as with us, maybe *your* baseball managing life will never be the same.

**Micro League Sports Association** • 28 E. Cleveland Ave., Newark, Del. 19711